

State of South Dakota

SEVENTY-EIGHTH SESSION LEGISLATIVE ASSEMBLY, 2003

870I0088

SENATE BILL NO. 189

Introduced by: Senators Kooistra, Koetzle, and Sutton (Dan) and Representatives Glenski, Christensen, Engels, Lange, and Rave

1 FOR AN ACT ENTITLED, An Act to revise the distribution of net municipal proceeds from
2 Deadwood gaming.

3 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF SOUTH DAKOTA:

4 Section 1. That § 42-7B-48.1 be amended to read as follows:

5 42-7B-48.1. Disbursements from the Gaming Commission fund shall be as set forth in
6 § 42-7B-48 until such time as the net municipal proceeds paid to the City of Deadwood equals
7 six million ~~eight hundred thousand~~ dollars for each year, and after payment of commission
8 expenses pursuant to subdivision 42-7B-48(2), and after payment of ~~one~~ five hundred thousand
9 dollars to the State Historical Preservation Grant and Loan fund pursuant to subdivision
10 42-7B-48(4). Thereafter, all remaining funds shall be distributed as follows:

- 11 (1) Seventy percent to the state general fund;
- 12 (2) Ten percent to be distributed to municipalities in Lawrence County, except the City
13 of Deadwood, pro rata according to their population;
- 14 (3) Ten percent to be distributed to school districts, pro rata based upon the previous
15 year's average daily membership, located in whole or in part, in Lawrence County. For



1 any school district located only partly in Lawrence County, only that portion of the
2 district's average daily attendance which represents students residing in Lawrence
3 County shall be considered in calculating the proration required by this subdivision;
4 and
5 (4) Ten percent to the City of Deadwood for deposit in the historic restoration and
6 preservation fund.